# **ASHMIT KANSAL**

Web Developer

## CONTACT

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### PROFILE SUMMARY

Detail-oriented and enthusiastic Frontend Web Developer skilled in HTML5, CSS3, and JavaScript. Experienced in building responsive, user-friendly interfaces with a focus on clean, maintainable code. Eager to contribute to a collaborative team while continuously learning and growing as a Web Developer.

### **EDUCATION**

### IMSUC (2022-2025)

Bachelor of Computer Applications, in progress.

#### SARASWATI BAL MANDIR

Senior secondary education [91%]

Secondary education [93%]

### SKILLS

- Frontend Development: HTML, CSS, JavaScript, React.js
- Styling: Tailwind CSS, Responsive Design
- Backend Development: Node.js, Express.js
- · Version Control: Git, GitHub

## CERTIFICATIONS

- Responsive Web Design
- JavaScript Algorithms and Data Structures
- Frontend Development Libraries

### **PROJECTS**

#### Self food ordering system

- Built a responsive Self-Ordering System UI using Tailwind CSS and React for a smooth user experience.
- Implemented dynamic menu display, cart updates, and real-time order summaries using React hooks.
- Integrated with backend APIs for menu data handling, enhancing frontend-backend coordination.
- Refined component logic to ensure accurate state updates and seamless user interactions.
- Improved user experience by handling edge cases like empty carts and rapid item updates.

#### **Calculator Application**

- Developed a responsive calculator UI using Tailwind CSS grid for layout management.
- Implemented core calculator functionalities like addition, subtraction, multiplication, and division.
- Efficiently managed application state with React hooks to handle dynamic calculations and UI updates.
- Overcame challenges in displaying results under different conditions, enhancing logical thinking and problem-solving skills.

#### **RPG - Dragon Repeller Game**

- Developed a dynamic game environment with multiple locations such as the town square, store, cave, and battle scenarios.
- Implemented character stats tracking for XP, health, and gold.
- Integrated a variety of weapons and monsters with different levels and health points.
- Designed interactive buttons for navigating locations, purchasing items, and engaging in battles.
- Included special features like an easter egg mini-game for added player engagement.